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GREETINGS LIFE-FORMS,

Inside this Software Toys® catalog, you'll find:

- Two brand-new products:

EL-FISH™, *The Electronic Aquarium*, is a completely new type of software for creativity. El-Fish combines art, science, technology and life so you can create your own electronic fish and put them into aquariums of your own design.

ROME, *Pathway to Power™*, is our first adventure game. You are Hector, a slave. But you've got dreams of power, and if you've got the smarts and the guts, you could become Emperor.

- A slew of games for Microsoft® Windows® including our newest entry: **SIMLIFE™** for Windows.
- Our full lineup of award-winning games and add-ons.
- The **MAXIS BOOK SHOP**, featuring books written especially for and about our Software Toys.
- And check out the **COMING SOON** section, including **SIMFARM™**, **SIMANT™** for Super NES® and **SIMCITY 2000**.

 When you see this symbol, it means that education versions are available.

EL-FISH™

The Electronic Aquarium

You've seen fish on a computer before ... but you've never seen fish this bright, this beautiful, this colorful—or this realistic. Designed and programmed in Moscow, El-Fish has the graphics and sound to really show off your high-end computer.

First, you breed new fish and put your computer to work to create 3-D animations for each fish. Then, choose from a vast library of backgrounds, gravel beds, plants, rocks, shells, and other still and animated objects, and arrange them for the proper aquascape. Just add music and your tank is done.

Watching your El-Fish aquascapes is as relaxing as watching real aquariums.

- Catch, breed and evolve unlimited fish
- Design and create on unlimited number of tanks
- Grow computer-generated plants
- Compose animated slide shows of multiple tanks
- Import your own drawings, pictures and sounds
- Computer-generated soundtracks in eight styles
- Includes a vast library of objects to put in your tanks
- No drawing or painting skills needed
- No spills, no odors, no tanks to clean and no dead fish
- Unlimited FREE electronic fish food!

NEW!



"ANYONE WHO RECALLS WHAT REAL FISH FOOD SMELLS LIKE, OR WHO HAS TRIED TO CLEAN A REAL AQUARIUM, WILL HAVE CAUSE TO BE GRATEFUL FOR EL-FISH'S SIMULATED ENVIRONMENT."
—THE NEW YORK TIMES

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NEW!



ROME

Pathway to Power™

You begin your adventure as a lowly slave. But you've got dreams. Dreams of freedom, of wealth, and of power. You intend to become the Emperor someday—and woe to the man, beast or computer that gets in your way.

Immersed in historical (and hysterical) Ancient Rome, you'll explore a world filled with strange lands and

stranger people. You'll experience adventure, discovery, danger, and intrigue—and a few good laughs—on your way to the top.

To master Rome, you'll need pride, ambition, and the willingness to do whatever it takes to get the job done.



- *A unique blend of strategy and adventure for fun and danger—just the right challenge for intermediate gamers and above*
- *Easy point-and-click interface—no typing required*
- *Six levels with different landscapes, plots and schemes*
- *Dynamic simulation has events and activities happening all around you*
- *256-colors, isometric 3-D views*
- *Outstanding sound and music—supports Ad Lib, Roland and Sound Blaster*
- *Experience Rome in English, German, French, Spanish or Italian*

"PLAYING ROME IS MORE FUN THAN THROWING PEOPLE TO THE LIONS. AND A LOT EASIER TO CLEAN UP WHEN YOU'RE DONE."
—JULIUS SEIZURE

A-TRAIN™

The (Rail) Road to Riches

Sure A-Train has trains ... but there's a lot more to it than making tracks. This simulation gives you the triple challenge of Trains, Cities and Money: design and run a profitable railroad, grow a city and build a financial empire. The six scenarios will take all the organizational talent, planning skills and fiscal genius you've got. Maybe more.

And now that the A-Train Construction Set is included, you can create new scenarios for A-Train, modify existing games, or blow off the limitations of the game entirely and build your own railroad and surrounding city exactly the way you want it—without any monetary constraints.



A-TRAIN:

- *Simulated 3-D graphics*
- *19 different train engines, up to 27 at a time*
- *Invest in up to 24 OTC stocks*
- *Build apartments, offices, factories, ski resorts, amusement parks and more*
- *Multiple financial and status reports*

A-TRAIN CONSTRUCTION SET:

- *Move mountains, create rivers, lakes, oceans and islands*
- *Add unlimited tracks*
- *Test track placement and scheduling*



CHOBEN:
"THE BEST OF 1992"
—JULIE SALEM,
PC MAGAZINE

1993 BEST
STRATEGY PROGRAM
AWARD WINNER
—SOFTWARE PUBLISHERS
ASSOCIATION

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SIMLIFE™

The Genetic Playground

Breaking the barriers between games and simulations, playing and learning—even between machines and living beings—SimLife gives you the power to create life itself.

Build your own ecosystem from the ground up, and try to keep it alive: mold the landform, customize the

climate, manipulate time, change physics, then create life and let it loose on the unsuspecting landscape. Plants and animals interact with each other and their environment as they do in the "real world." They even mutate and evolve into new species.

- On-screen tutorial
- Six preset scenarios
- Experimental mode
- Paint-and-click gene-splicing
- Change the Laws of Physics!
- Explore Artificial Life
- Design plants and animals with simple mix-and-match pictures at the genetic level
- Food webs, mutation, extinction, natural disasters and more!



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—NEWSWEEK

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—SOFTWARE PUBLISHERS ASSOCIATION

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SIMANT®

The Electronic Ant Colony

Ants. You've shared your food, your home and your planet with them. You've stepped on them, sprayed them, cursed them and bombed them. Now you can be them. In SimAnt, you become the leader of an ant colony trying to survive in a backyard, continually being challenged by the onslaught of invaders from another colony. If the other ants don't get you, there are spiders, ant lions, floods, lawn mowers, deadly pesticides and even human feet to contend with.

Winner of numerous awards, including Software Publishers Association's Best Simulation, SimAnt is based on ant biology and behavior.

- On-screen tutorial gets you up and running quickly
- Quick Game mode launches you right into the thick of things
- Strategic extended games give you extra challenge
- Experimental mode will feed your curiosity
- On-line help and information on real ants for your brain
- Yummy caterpillars and disgusting noises
- Nifty manual includes a comprehensive science section



"A COMPUTER GAME THAT CREATES A STRANGE REAL WORLD... BOTH ENTERTAINING AND EDUCATIONAL ...A SURVIVAL CONTEST AND A SIMULATION ...FUN."
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MAXIS SYSTEM REQUIREMENTS CHART

TITLE	IBM/100% COMPATIBLES SPECIAL REQUIREMENTS	RAM	WINDOWS SPECIAL REQUIREMENTS	RAM	MACINTOSH SPECIAL REQUIREMENTS	MONO SYS 6 x RAM	MONO SYS 7 x RAM	COLOR SYS 6 x RAM	COLOR SYS 7 x RAM	AMIGA SPECIAL REQUIREMENTS	LOW-RES RAM	HIGH-RES RAM
El-Fish	12, 13, 15, 16, 112, 113, 116, 123, 128	4 MB	not available		not available					not available		
Rome	116, 114, 118, 124, 129, 131	640K	not available		not available					not available		
A-Train/A-Train Construction Set	114, 119, 125, 139	640K	not available		M3, M5	1 MB	1.5 MB	2 MB	2.5 MB	A1, A2, A4, A8	1 MB	1.5 MB
SimLife	12, 15, 16, 115, 117, 124	2 MB	W1, W3, W4, W8, W10	4 MB	M2	2 MB	2.5 MB	2.5 MB	3 MB	not available		
SimAnt	114, 129, 121, 126	640K	W2, W9	2 MB		1 MB	2 MB	2 MB	2.5 MB	A4, A8	1 MB	2 MB
SimCity	11, 14, 17, 19, 110, 111, 122, 126	640K	W2, W9	2 MB	M1, M5	1 MB	2 MB	2 MB	2.5 MB	A3, A5, A6, A7		
SimCity Graphics Sets 1 & 2	13, 14, 17, 110, 111, 122, 127	640K	W7		M3	1 MB	2 MB	2 MB	2.5 MB	A5, A7		
SimCity Terrain Editor	11, 14, 17, 19, 110, 111, 122, 127	640K	W7		M1, M4, M6	1 MB	2 MB			A3, A5, A6, A7		
SimEarth	110, 134, 126	640K	W1, W5, W6, W9	2 MB		1 MB	2 MB	2 MB	2.5 MB	A1, A4, A8	1 MB	2 MB
RoboSport	not available		W2, W4, W9	2 MB	M5	1 MB	2 MB	2 MB	2.5 MB	A4, A8	1 MB	2 MB

IBM/100% Compatible Computers

Minimum System Requirements (except where noted):
IBM/100% Compatibles, 286 or above, 12 MHz; hard disk:
mouse; MS-DOS 3.1 or above, VGA, EGA, MCGA, CGA,
Hercules mono, VGA, EGA, MCGA, Tandy color; PC
Speaker, Ad Lib, Sound Blaster, Roland MT-32 sound

- 11 PC/XT and above required
- 12 386 and above required
- 13 Math co-processor recommended
- 14 No minimum clock speed
- 15 16 MHz clock speed required
- 16 20 MHz clock speed recommended
- 17 512K RAM required for mono only
- 18 4 MB RAM recommended
- 19 Hard disk recommended
- 110 Mouse recommended
- 111 DOS 2.11 and above required
- 112 DOS 3.3 and above required
- 113 Does not support monochrome video cards
- 114 VGA, EGA, MCGA, Hercules mono
- 115 VGA mono
- 116 VGA, VGA color
(640 x 400 mode required for high-resolution)
- 117 VGA, VGA color
- 118 VGA color
- 119 VGA, EGA color
- 120 VGA, EGA, Tandy color
- 121 PC Speaker, Ad Lib, Sound Blaster, Roland MT-32,
Tandy, Sound Master sound
- 122 PC Speaker
- 123 1.44 MB 3.5" disks included
- 124 1.2 MB 5.25" and 720K 3.5" disks included
- 125 720K 3.5" disks included
- 126 360K 5.25" and 720K 3.5" disks included
- 127 Either 360K 5.25" or 720K 3.5" disks available
- 128 1.2 MB 5.25" disks available FREE
- 129 360K 5.25" disks available FREE
- 130 360K 5.25" or 1.2 MB 5.25" disks available FREE
- 131 FREE Hints and Tips book with registration

Windows

Minimum System Requirements (except where noted):
IBM/100% Compatibles, 286 or above, 12 MHz; hard
disk; mouse; DOS 3.1 or above, VGA, VGA, EGA, VGA,
3.1 and PC Speaker sound

- W1 386 and above required
- W2 386 and above recommended
- W3 20 MHz recommended
- W4 VGA, VGA
- W5 VGA, VGA, EGA, MCGA mono, Hercules
- W6 PC Speaker sound
- W7 SimCity required. DOS versions work with SimCity
for Windows
- W8 720K 3.5" disks included
- W9 1.2 MB 5.25" and 720K 3.5" disks included
- W10 1.2 MB 5.25" disks available FREE

Macintosh

Minimum System Requirements (except where noted):
Macintosh Plus, Portable, or any members of the SE,
Classic, LC, II series, Performa, Centris, Powerbook or
Quadra series; hard disk, color or monochrome monitor;
System 6.0.2 or above

- M1 512K and above
- M2 SE and above
- M3 System 6.0.5 and above
- M4 Hard disk recommended
- M5 Hard disk required for color and recommended for
monochrome
- M6 Monochrome only

Amiga

Minimum System Requirements (except where noted):
A500, A600, A1000, A1200, A2000, A2500, A3000, and
A4000. Workbench 1.2 or above, hard disk recommended,
AmigaDOS 1.2 or above, AmigaDOS 2.0 compatible

- A1 AmigaDOS 1.3 or above required
- A2 Hard disk required
- A3 Both 16-color and 64-color versions included
- A4 Both low- and high-resolution versions included
- A5 De-interlacer recommended for high-resolution
- A6 Low-resolution version only
- A7 512K RAM required for 16-color version
- A8 1 MB RAM required for 64-color version
- A9 High-resolution requires 1 MB Chip RAM or
Graphics RAM

MAXIS PRODUCT PRICE LIST

SOFTWARE TITLE	SOFTWARE					DOS TO WINDOWS UPGRADE*	C-64
	IBM/100% COMPATIBLES	MAC	AMIGA	WINDOWS			
El-Fish	\$59.95 ¹						
Rome	\$49.95 ²						
A-Train/ Constr. Set	\$69.95 ³	\$69.95	\$69.95				
SimLife	\$69.95	\$69.95		\$69.95 ⁴	\$19.95		
SimAnt	\$49.95	\$49.95	\$49.95	\$49.95	\$19.95		
SimEarth	\$49.95	\$49.95	\$49.95	\$49.95	\$19.95		
RoboSport		\$39.95	\$39.95	\$39.95			
SimCity	\$49.95	\$59.95	\$49.95	\$59.95	\$19.95	\$29.95	
Graphics Set 1	\$19.95 ⁵	\$19.95	\$19.95				
Graphics Set 2	\$19.95 ⁵	\$19.95	\$19.95				
Terrain Editor*	\$ 9.95 ⁵	\$ 9.95	\$ 9.95				

BOOKS

SimLife: Official Strategy Guide	\$18.95
Gala—An Atlas of Planet Management	\$22.95
The Official Strategy Guide To SimEarth	\$18.95
The SimEarth Bible	\$14.95
Master SimCity/SimEarth	\$19.95
The SimCity Planning Commission Handbook	\$14.95
SimCity Strategies and Secrets	\$12.95
A-Train—The Official Strategy Guide	\$18.95
A-Train Railroad	\$16.95

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5.25" 1.2 MB and 5.25" 360K disks are available

4 Includes 3.5" 720K disks. 5.25" 1.2 MB disks are available

5 Includes either 3.5" 720K disks or 5.25" 360K disks.

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See System Requirements page for more information.

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The original. The classic. The simulation that took the computer world by storm (well, by earthquake anyway).

Winner of more awards than you can count on your fingers and toes, SimCity makes you Mayor and City Planner, and dares you to design and build the city of your dreams.

Detailed animation and sound effects bring simulated cities to life. Depending on your choices and design skills, Simulated Citizens (Sims) will move in and build homes, hospitals, churches, stores and factories, or move out in search of a better life elsewhere.

- *Select between eight different city scenarios*
- *Design and cultivate unlimited cities*
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SIMCITY ADD-ONS

SIMCITY TERRAIN EDITOR

Don't settle for randomly generated SimCity sites! Sculpt your city landscapes with the same skill, imagination and creativity you use to design your cities.

- *Place trees, forests, open land, lakes, rivers and oceans anywhere on the map*
- *Make a map of any imagined or existing city or area up to 100 square miles*
- *Use the Automatic Smoothing Function to give a realistic look to coastlines and forest borders*
- *Change the date and play level of your cities*
- *Program shipping routes*
- *Load your terrains into SimCity and bring your creation to life—in any of the Graphics Sets*



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THE TERRAIN EDITOR
IS INCLUDED WITH THE
MACINTOSH VERSION

SIMCITY GRAPHICS™ SETS

Design and build cities in other times and other places with the SimCity Graphics Sets. These sets let you change SimCity's graphics and on-screen text so you can experience mayoral glory in the past and future.

Set 1: Ancient Cities Includes *Ancient Asia, Medieval Times and Wild West.*

Set 2: Future Cities Includes *Future USA, Future Europe and Moon Colony.*



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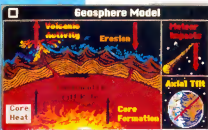
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The Living Planet

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Among other honors, SIM EARTH is a member of *Macworld's* Game Hall of Fame, the winner of *PC Magazine's* Award for Technical Excellence, plus the Software Publishers Association's Best Simulation of 1990.

- Choose from seven different planet scenarios
- Rule unlimited random worlds
- Terraform Venus and Mars
- View your worlds as flat projections or spinning globes
- Control the atmosphere, geosphere and biosphere
- Unleash volcanoes, earthquakes, meteors and tidal waves
- Guide civilization into the future

ROBOSPORT®

The Thinking Man's Shoot-'em-up

Armed with bombs, bullets, missiles, grenades and more, you control teams of Robots that compete in five different sports: Survival, Treasure Hunt, Capture the Flag, Hostage and Baseball. By combining the tactical challenge of chess with the intensity of guerrilla warfare, RoboSport provokes total strategic mayhem. When the battle's over, survey your strategic process on an animated combat "movie" using a VCR-like playback mode.

Named "Most Innovative Game of 1991" by *Computer Game Review*, RoboSport now provides multi-player, multi-computer network support in addition to individual play.



- Choose from 24 battlefields
- Use the powerful icon-driven command language: with a simple point-and-click, robots can be instructed to commence their melee
- Take on one of the computer opponent's four personalities and kick Robutti!
- View your opponent's strategies as you replay battles via the RoboPlayer movie generator
- Challenge your friends (and enemies) through network support for up to four machines
- Use modem and serial link to mix and match games on Macintosh, Amiga or Windows versions



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TO WIN..."

-PC GAMES MAGAZINE

"...AN ELEGANT MULTITASKING WAY OF WORKING OUT AGGRESSION..."

-PC GAMES MAGAZINE

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[YOUR] OWN VERSION
OF PLANET EARTH."
-CNN, SCIENCE AND
TECHNOLOGY REPORT

"[SIM EARTH]...
OFFERS SOMETHING
NO OTHER
PROGRAM CAN..."
-TIME

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COMING SOON

SIMFARM™ — *SimCity's Country Cousin*



Experience the joys, trials and tribulations of running a farm—without waking up at five in the morning.

Start with a plot of good farmland. Do you want a small family farm—or an agricultural empire? Do you want to produce food for the local town—or

feed the world's hungry masses? Do you use the latest chemical fertilizers and pesticides—or run an "organic" farm? It's up to you.

Plow your fields, sow your seeds, harvest your crops and sell them at market. Easy? Sure, except for soil depletion, crop rotation, changing markets and diminishing farmlands—not to mention locusts, droughts, dust storms, floods

SIMANT® FOR SUPER NES®

The ants have escaped from computers all over the world and are headed for the nearest Super NES. Get out the bug spray!

Enhanced graphics and sound make exploring simulations a totally new concept for Super NES. The Quick Game has eight different levels that pit you against evil red ants with each level getting harder. The Full Game challenges players to take over the house and drive out the humans. By directly controlling one ant and manipulating ant caste and behavior, you'll help your ant colony overcome obstacles and lead your fellow ants to victory!

SIMCITY 2000™

The classic simulation game of city management isn't alone any more: Here comes SimCity 2000! Not an upgrade, not a replacement, but something new. Something to stretch your mind, your skills and your computer to the limits while it pleases your eyes and empowers you to create cities into the next century.



MAXIS EDUCATION PRODUCTS

Since we first published SimCity, we've been inundated with calls and letters from educators telling us how they use all our simulation games in classrooms from Kindergarten to Graduate School.

Simulations, including our Software Toys, lend themselves well to learning. They allow players to develop a feeling for and an understanding of complex systems by playing and experimenting. And because of their open-ended nature, our games encourage interdisciplinary learning, relating to many subjects at many grade levels.

To make using our simulations in schools easier, education versions of SimCity, SimEarth, SimAnt and SimLife are now available to schools and educators in a number of formats:

- **School Editions for the single user**
- **Lab Packs for up to 3 computers**
- **Site Licenses for 30 or 50 computers**

All Maxis Education Products come in a 3-ring binder, and include a Teacher's Guide with an explanation of how to fit the program into your curriculum, sample lessons and experiments, and extra activities.

For information on Education Products, pricing, and available books and materials, call Maxis Customer Service at 1-800-33-MAXIS.



Teacher William Smith
A DEMONSTRATION
OF SIMCITY
IN ACTION, I WAS
BOTH EXCITED AND
COMPELLED TO USE
THIS PACKAGE ...
TO HELP MY
STUDENTS
EXPERIENCE
THINKING AND
PROBLEM SOLVING
IN A COMPLEX,
EXPLORATIVE
MANNER."
—PAT JACOBSON,
THE COMPUTING
TEACHER

AWARDS

- SimCity: Best Educational Program 1989**
— Software Publishers Association
- SimCity: Software Award of Excellence 1990-91**
— Technology and Learning
- SimEarth: Best Secondary Education Program 1990**
— Software Publishers Association
- SimAnt: Best Educational Tool 1991**
— Software Publishers Association
- SimLife: Best Simulation Program 1993**
— Software Publishers Association

MAXIS BOOK SHOP

MAXIS MAXIMS

Maxis brings you

a unique type of computer entertainment that we call Software Toys.™ When you play with our toys, you set your own goals and decide for yourself when you've reached them.

The fun and challenge of playing with our toys lies in exploring the worlds you create out of your own imagination. You're rewarded for creativity, experimentation, and understanding, with a healthy, thriving universe to call your own.

Our Software Toys entertain and educate. We hope that after you have played with them, you'll "look beyond the game" and see the world around you with greater satisfaction and appreciation.

SIMLIFE: THE OFFICIAL STRATEGY GUIDE

by Ken Karakostas and Michael Bremser

More than just hints, tips, secrets, and hidden controls, this book explains the inner-workings of the SimLife simulation. The first true Artificial Life experimenter's handbook. \$18.95



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Edited by Dr. Norman Meyers

The ultimate source of information about our planet. A beautiful book, easy to read, amazing pictures and illustrations. \$22.95

THE OFFICIAL STRATEGY GUIDE TO SIM-EARTH

With lots of great pictures, graphics and "real world" background information, the Official Strategy Guide gives you all the tips, tricks, tutorials and reference material you'll need to get the most out of SimEarth. \$18.95

THE SIM-EARTH BIBLE

by Johnny Wilson
As well as guiding you through the basic workings of the game, The SimEarth Bible examines all the scenarios and relates them to our present and future lives. Extensive earth science, environmental and historical information. \$14.95

MASTER SIMCITY/SIMEARTH

by Dan and Dennis Derrick
As the title suggests, this book covers both

SimCity and SimEarth, and includes performance tips, problem-solving hints, plus a chapter for classroom instruction. \$19.95

THE SIMCITY PLANNING COMMISSION HANDBOOK

by Johnny Wilson

The authorized, in-depth, behind-the-scenes guide to SimCity. Lots of examples that use SimCity to explore today's urban issues. \$14.95



SIMCITY STRATEGIES AND SECRETS

by Nick Dargatzis

Chock-full of hints and tutorials, this book covers all SimCity features and guides you through all the scenarios. \$12.95

NEW! A-TRAIN RAILROADING

by Ralph Roberts

Playing tips, railroad lore and historic photographs set the mood, fill in the background and help you do your best in A-Train. Also covers A-Train Construction Set. \$16.95

A-TRAIN—THE OFFICIAL STRATEGY GUIDE

by Nick Dargatzis

Filled with techniques, strategies, hints, secrets, and background material, this guide is your best bet for playing A-Train for fun and profit. Also covers A-Train Construction Set. \$18.95



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